
Subject: St00pid Question

Posted by [Anonymous](#) on Thu, 12 Dec 2002 11:35:00 GMT

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but what is tha blue stuff around the buildings?http://www.n00bstories.com/image.fetch.php?id=1506538244I suspect it has to do with vis, but maybe now i can know for real.also how important is this to flying maps?couldnt i just use non-flying buildings and enable flying as well?also, how can i move it around with the buildings in renx? [December 12, 2002, 11:36: Message edited by: DeafWasp]
